

Felicia Camilla Jill Koevoets

Contact:

feliciakoevoets@gmail.com

Portfolio:

<http://www.feliciakoevoets.com/>

PROJECTS

Mocap Projects:

The Red Stare (2017) – PC (VR)

Role: Mocap Supervision

The Dancer Awakens (2017) – HoloLens cinematic

Role: Mocap Supervision

Einar (2016-2017) - PC

Role: Mocap Supervision

Blank Slate (2016) – PC

Role: Motion capture Operator & Supervision

Cin & Game (2016) – Cinematic

Role: Mocap Supervision

Game Design/Development Projects:

Unannounced project (2021)

Game Designer - Hungry Billy Studios

In the black (Formerly: Starfighter Inc.) – (2018-2019) – PC

Role: Game Designer

Multiplayer space combat

Project I worked on as part of my internship at Impeller Studios, after my internship ended I stayed on the project as a (junior) designer.

Pet Lab – (2017) GearVR & Oculus GO

Role: Game Designer

VR simulator/puzzle game

Project I worked on as part of my internship at Force Field VR

The Watcher – (2016) PC

Role: Blueprint Prototyping

Player Interactive Narrative Experience

Project Amelio - (2016) PC (AR Room)

Role(s): Puzzle/Level & UI Design

Client project for the University of Tilburg (TIAS Business school) in a simulated industry work environment.

Game Jam Simulator 2016 - (2015) PC

Role(s): implementing art assets, implementing in-game tasks, implementing the stats, and balancing the characters. I also worked on the general design, task design, level design, and Quality Assurance

Monskey Hop – (2014) Mobile & PC

Role(s): general designer, level designer, and worked on art implementation.

Divine Guidance – (2014) PC

Role(s): General design, QA, and I created some small prop models.

Wrap ‘n Roll – (2013) Android & PC

Role: Lead designer

Game Jams:

Homebound – (2015 Global Game Jam) PC

Role(s): designer and artist.

RGB: Reptilian Glare Bender – (2014 Global Game Jam) PC & Android

Role(s): mechanic design and level design.

The project won the 3rd place award in the category “best game” at the Amsterdam Game Jam site.

KEY SKILLS

Technical Skills

Motion Capture:

- Hardware operation
- MVN Studio (body capture using XSens)

Blueprinting (Unreal 4)

Gameplay design

Level design

Menu Design

Quality Assurance

Languages

Native Dutch
speaker

Professional level

English

Conversation

level German

EMPLOYMENT

Game Designer - Hungry Billy Studios

<https://www.hungrybilly.com/>

October 2021 – Current

Game Designer (junior) - Impeller Studios

<https://impellerstudios.com/>

July 2018 – March 2019

Game Designer (intern) - Impeller Studios

<https://impellerstudios.com/>

March 2018 – July 2018

Game Designer (intern) - Forcefield VR

<https://forcefieldvr.com/>

Amsterdam

July 2017 – December 2017

Game design intern working on internal project(s) at Forcefield VR.

EDUCATION

NHTV Breda University of Applied Sciences, Breda Netherlands – International Game Architecture and Design (Bachelor of science).

Graduated July 2018.

As part of my education I worked as a volunteer of the Motion Capture team. This included managing Motion Capture shoots and maintaining the hardware and software.

PERSONAL INTERESTS

Besides working on games I like playing games with personal favorites being: Alan Wake, Fire Emblem, The Legend of Zelda, Portal, Resident Evil, Street Fighter, Tomb Raider, Valkyria Chronicles.

I also like watching movies, and I enjoy going horseback riding weekly.

REFERENCES

Available on request